

IMPASSABLE

Issue #5, June 3, 1972

Chapel Hill Publications

Circulation: over 73

Impassable is a colorful journal of postal Diplomacy published and edited by John Boyer, 117 Garland Drive, Carlisle, PA 17013
Phone: (717) 249-1343.

Diplomacy is a registered trademark for a game invented by Allan B. Calhamer and copyright by Games Research, Inc., 48 Wareham St., Boston, MA 02118.

OPENINGS AND SUBSCRIPTIONS

There are still plenty of openings left in Impassable. Also, we plan to have at least one variant--probably my version of Scotice Scriptii. Any suggestions for a variant? Write for free Game Application Form which must be filled out and returned with the game fee of \$5 in order to be accepted. Some games are for beginners--novices only. Subs are 6 issues for \$1 in any multiple length of six. Add 18¢ per 6 issues if you want it airmailed to you.

INSIDE THIS ISSUE

	Page
The Chicago International Game Show by Len Lakofka	1
Game 1972Fcy--The Game of Anonymity	2
Game 1970BJ--The GM Kicks New Life Into The Orphan Game	2-3
Game 1972AZ, Spring 1901	3-4
Game 1972BG--Formerly B-NG #2	4
A New Game--Game #3	5
Replacement Players List	5
Oops! If Only I Could Type!	5
Progress Report On New Games	5
Bibliographies From The Players	6
A Summer Replacement For <u>En Passant</u>	7
Address Changes And Changes In Impassable's Mailing List	7
Solution To Puzzle #4	7-8
Puzzle #5	8
Replies To Forum Question #3	8
Forum Question #4	8
Pandora's Mailbox	9-10
Boyerlein Player Poll Ballot #4	11

Impassable is sorry for the lack of any articles on Diplomacy techniques, etc. as we used two pages for the ballot. We felt that we'd make it separable from the zine.

THE CHICAGO INTERNATIONAL GAME SHOW by Len Lakofka

The Chicago International Game Show is an event we hope will be continued and expanded in the years to come. Adult skill games have had no unique market place until the IGS. Prior to our show, Adult games were seen at book shows, college shows, or the New York Toy Show amidst books, wind-up toys and beer mugs--hardly the setting to see a line of products of a particular genre.

The IGS will provide game companies and miniature manufacturers to show their wares unhampered by extensive side shows. Small firms can display their goods, magazines, games and miniatures in an atmosphere conducive to them. Hugh corporations can display their goods and begin to tap the adult game market from within, as opposed to the mass media blind approach.

In concert with the game show, we hope to have game conventions in wargames, miniatures, Diplomacy and other games of skill.

This year's premiere convention will host DiploCon V. We are proud to be the convener of this Fifth annual meeting. Allan Calhamer has been gracious enough to aid us by giving a speech at the IGS presentation banquet and numerous other officials from the New Org will be present to give this year's event a high water mark perhaps only dreamed of a few short months ago. We are sure the accolades for the winner of the 49-player live Diplomacy tournament will dwarf those for wins in many PEM games for he shall be a truly great player!

So to this year of greatness for Diplomacy we make our small contribution. Impassable--Len is being way too modest when he calls it a small contribution. Indeed, the IGS and its Diplo-con V would be the whole turning point in American gaming. For Diplomacy, it is the beginning of a new era of respectability and hard won recognition. I am sure that I am speaking for more than myself when I say that this will be a great event never to be forgotten. So, try to plan to be there on July 22 and 23, and take part in making diplomatic history.

GAME 1972Fcy--The Game of Anonymity

RUSSIA TAKES LEAD! GERMANY AND AUSTRIA
RIGHT BEHIND RUSSIA!

Winter, 1901 Builds

England: B F Lon
France: none
Italy: B F Nap
Germany: B A Mun, B A Ber
Austria: B A Bud, B A Vie
Russia: B A Mos, B F Sev
Turkey: B A Ank

Propaganda--

Budapest--The Great Viennazation Plan is going on schedule. We are happy to announce the building of two more elite army units to add to the might of the Austrian-Hungarian Empire. With our Italian border quiet, we are ready to push our new offensive against the Russians. Will the Germans help us in an attack on Warsaw? We need all available help to crush the tyrants from Russia. To Turkey: We are sorry to say this, but we want Rumania. You can have Sevastopol and Moscow.

Germany, Berlin--The Kaiser has announced an alliance with the English against the panther paws from Paris. We no longer need to fear the safety of our women and children from those dirty paws. We are hoping that England has built a fleet in London. We also hope that Italy will join us in an attack on Marseilles. For your help, Germany is quite willing to reward you handsomely.

London, England--Her Majesty just recently signed a declaration of peace with the Kaiser from Germany. Of major importance is the agreement to eliminate the invaders from France. The latest warship to be added to the Imperial fleet was christened in London today by Her Majesty as the "Omnipotent" after the old English King Edward the 8th.

Notre Dame--The people of Paris have jammed the famous church for the morning services being held for praying for French security. The whole nation is running wild with rumors of German and English military successes against the French forces. Sad to say, the rumors have been all too true as the overwhelmed forces of France fought bravely, but unassisted they cannot fight all of Europe. Will anyone help France when she is at your mercy? Have mercy upon us, amen.

Rome--The Pope has agreed to a new military proposal drawn up by the High Command of the Italian Army and Navy. In essence, we are

still allied with Austria-Hungary, but we will not attack Turkey. We are a peace-loving nation, and seeing what has happened to France has changed our minds about being aggressive in our Middle East Foreign Policies.

St. Petersburg--The mighty Russian forces have been strengthened with two more units this past Winter, and we will now crush our enemies who dared to violate the Czar's attempts at neutrality.

Turkey--We will be waiting to read whether Austria will join us against Russia.

Stand-bys were not needed for next season. So far, everyone has kept up with this game. The order for the stand-bys is being changed again. It is now in the following order: 1. B, 2. D, 3. A, 4. C. It will be changed again next time, and after that the juggling will not occur as often.

DEADLINE FOR SPRING, 1902 orders and any propaganda is June 21, 1972, at noon.

Game 1970BJ--The GM Kicks New Life Into
The Orphan Game

The time for voting is all gone with the results of a 1-1 tie which I promised to break in favor of the "old" Spring, 1902 orders. In addition, I am taking arbitrary action to replace three players who have never once wrote to this Editor. Thus, I will first give the new roster for this game:

England: Inzer, George, 207-C Forum, Mt. Pleasant, MI 48858 (new address is effective immediately)
France: Fong, Larry, 704 Alice St., Oakland, CA 94607
Italy: Phillips, Andrew, 128 Oliver St., Daly City, CA 94014
Germany: Cooper, Steve, 3073 S. Buchanan St., #B-2, Arlington, VA 22206
Austria: Beyerlein, Douglas, 3934 S.W. Southern, Seattle, WA 98116
Russia: Richter, Mark, 6100 Tahiti Drive, Cincinnati, OH 45224
Turkey: Gutierrez, Mike, Louisiana State University, Graham Hall, Rm 208, Baton Rouge, LA 70803 (new address effective June 7th)

1st Stand-by: Lenard Lakofka

Cooper replaces James Tretick for Germany, Beyerlein replaces Ken Counselman for Austria, and Richter replaces Hal Naus for Russia. In addition, we have one stand-by for this game--Lakofka. I am asking him to
(cont. next page)

send in stand-by moves for France in case Larry Fong misses sending in his moves. He responded in early April, but I haven't heard from him since then. So, if he misses this Fall move I will replace him with Lakofka, using his moves for France.

I will once again give the "old" Spring, 1902 moves which is now the official set of orders for this game:

Spring, 1902 orders--

England: F Nth S A Nwy, A Nwy H, F Mid-Eng, F Lvp-Nat

France: A Por S F Mar-Spa(SC), F Mar-Spa(SC), A Bre-Pic, F Nat-Mid

Italy: A Ven-Pic, A Rom-Ven, F Nap-Tyr, F Tun-Wes

Germany: A Kis-Ruh, A Bel-Pic, F Hol-Hel, A Den H, F Ber-Bel, A Mun-Bur

Austria: A Bud S Rus F Rum H/nso/, F Ion-Aeg, A Tri H, A Ser S A Gre-Bul, A Gre-Bul

Russia: A StP S F Swe-Nwy, F Swe-Nwy, F Sev S F Rum-Bla, F Rum-Bla, A Arm-Ank, A Ukr-Rum

Turkey: F Ela S A Bul-Rum/r/, A Bul-Rum/r/, A Ank S A Con-Smy, A Con-Smy.

Turkey has two units which can only retreat to Constantinople. One unit must be disbanded in order to allow the other to retreat. I am asking Mike Gutierrez to send in his retreat orders for the Summer, 1902 retreat season. Your Fall, 1902 orders may be made conditional upon the retreats for Turkey. If you do make your Fall orders conditional, remember to cover all possibilities. I will not move your units if you use conditions which do not occur.

DEADLINE FOR SUMMER AND FALL, 1902 orders and propaganda is June 21, 1972, at noon.

Game 1972AZ, Spring 1901

A player has finally missed his moves in an Impassable game. It is too bad that it was in the first season. Will Mark Richter please submit moves for Germany for this Fall moves in case Bill Placek misses again? John DePrisco is #2 stand-by for this game. Will John please submit moves in case Mark forgets? Thanks fellas, but I hope that Bill won't miss a second time.

GERMANY GOES UNORDERED! ITALY INVADES TYROLIA! RUSSIA INVADES SILESIA! RUSSIA AND TURKEY CLASH IN THE BLACK SEA! WAR!!!

Spring, 1901 moves--

England: F Eai-Nwg, F Lon-Nth, A Lvp-Tor

France: F Bre-Pic, A Par-Bur, A Mar-Spa

Italy: F Nap-Tyr, A Rom-Ven, A Ven-Tyr

Germany: No orders received

Austria: A Vie-Bud, F Tri-Alb, A Bud-Ser

Russia: A War-Sil, A Mos-War, F Sev-Bla,

F StP-Nor/Imp/

Turkey: A Con-Bul, A Smy-Arm, F Ank-Bla

Propaganda--

A Poet?--

France and Germany had a fight.

They fought each other day and night.

When the time was right, England moved in.

I wonder why neither one ever wins?

Constantinople--Reliable sources have revealed the existence of a Russo-Austrian alliance. I can only warn the Vienna Government to beware a Russian stab in the back.

Constantinople--Based upon information in recently intercepted secret documents, we must warn our European friends of the evil alliance between Austria-Hungary and Germany bent on annihilation of France and Russia.

Ecclesiastes--Know thyself and to thine oneself, be true.

France (Bre-Pic)--We are a faithful friend, but a dogged enemy.

Gen. Hatton--Hot damn, another nice big war!

If any of you could use a great general, just drop me a line right here. I'll get you straightened out in no time. For example, wouldn't put much stock in that Eye-tie threat to Greece. Naval power never could hold ground against ground-pounders.

Memorandum to the Queen and to the Czar--

I look forward to being your friend and ally in the years to come. If the forces of Garibaldi can be helpful in your forthcoming adventures, let us know. Giuseppe Garibaldi Goose--Morill Lynch is full of Bull.

Istanbul--Vas ist dat, Irinie Goluchniks?

Ist dat like Marlene?

Klatz--May 14, Mother Russia's Day?

Lilly of the Lamp Light--Deutschland kann nicht ein Krieg auf zweien Seiten uberleben. (Germany can't survive a 2-front war).

Rome--The Italian Prime Minister after reading the French press releases of Winter, 1900 commented, "They gonna be speakin' Italian inacoupla years!"

Samoht-Karm--We were very sorry to see that the St. Petersburg regime wishes to play with fire. However, if it's blazes they want, then we will give them blazes.

Scorched Earth-St. Petersburg--All this Czar ever got from a blood relative was hemophilia. See you in Berlin.

Stephen of Lwow (Capital of Galicia)--I

(continued next page)

have mined St. Petersburg harbor in support of my Swedish allies! Hugo the Baker, head yeast, not north!

Stockholm--The Swedish Government wishes to announce the engagement of Princess Olga the Voluptuous to the Kaiser. In response to Olga's complaints of an infestation of Slavic vermin, the Kaiser has promised to see what he can do and is trying to engage the services of J. Bull Exterminators, Ltd. of Liverpool.

Vienna--Hugo the Baker is beating the bushes in an effort to stomp out all traces of that traitorous group, the League of Way Out Weirdos (neutral, oh dear no), saying, "You bet we're going to end this waste, and your waist too, if we find you Stephan II 1/2."

Warsaw--The Prince of Poland has ordered that a winter residence be built in Munich or Berlin.

Washington--America moves to rearm her allies. The Navy has shipped over two million Zippo lighters to Turkey over the last two weeks. The Turks requested them as military aid.

NOTE! Address change for Howard Mahler to: c/o Accelerator Dept., Brookhaven National Laboratory, Upton, L.I., NY 11973 (is effective June 11th to August 25th)

DEADLINE FOR FALL, 1901 orders and propaganda is June 21, 1972, noon.

Game 1972BG--Formerly B-NG #2

Please note that your game now has an official identification as Game 1972BG. Use it from now on in all of your game correspondence to Impassable. Thank you.

All we have this time around are the various press releases from the "peaceful" nations of Europe. However, it is understood that peace won't last beyond Winter, 1900. Well, we will have to wait and see what happens. Now for the news:

WORDS FLY IN PLACE OF BULLETS!!!

Ankara--The Sultan is about to tour Europe with his exotic dancers. In exchange for the entertainment, he asks for only wine and sausages. All rulers who see the performance will receive a complementary set of finger cymbals.

Buckingham Palace--Today the Queen announced that she has no wish to make war on neither France nor Germany, but wishes that Norway might voluntarily become part of the Commonwealth before she is occupied by the

B.E.F.

St. Petersburg--Her imperial majesty Queen Ruby of Begonia upon assuming the throne of Imperial Russia issued her first statement to the press. Queen Ruby said that all Russia wants is peace. A peace of Germany, a peace of Austria, a peace of Turkey, and a peace of Rasputin. During the ceremony, Queen Ruby awarded a special decoration to Admiral Eisenstein, Commander of the Battleship Ptominkin for its valiant defense of the Crown during recent uprisings in Odessa. Queen Ruby pledged to stamp out the works of Marx, especially his Communist Manifesto. The Queen noted that Groucho is just a joke in America and expressed no concern over his writings.

Vienna(LRV), Dec. 1, 1900--The Emperor of the Great and Holy Empire of Austria-Hungary today offered greetings to all European heads of state as well as the Sultan of Turkey. He asked them to join himself, the Emperess Lois, and the Princess Catherine in praying for peace throughout the world. This was in response to rumors freely circulating throughout the capital concerning the threat of a possible war throughout Europe. The Emperor stated that he wished to remain neutral, but would take all measures necessary to protect the Empire and all areas considered to be Austrian territories.

Vienna(LRV), Dec. 6, 1900--In response to furthering rumors concerning war, the Emperor in a speech before the Parliament declared himself Dictator of Austria-Hungary. In the speech he dissolved the Parliament, declared himself to be the government of Austria-Hungary, and took over complete control of the Army and Navy. The new Dictator said the government would return to normal as soon as all the trouble in Europe was settled. Until such time, the Army and Navy are to obtain and remain in complete readiness.

Impassable--This is a good start fellas, and I hope everyone is ready for the coming actions. Oh, before I forget, I want to inform everyone in this game that Leonard Lakofka, a very well known figure in Diplomacy, has consented to analyze your game as it develops. Actually, I agreed to his offer to analyze your game, and I am positive that this will be a great feature for Impassable. Consider yourselves lucky to have your game analyzed by a great player and a great publisher such as Len. So, play a good game, and we will all wait to read Lemmy's insights to your game.

DEADLINE FOR SPRING, 1901 orders and propaganda is June 21, 1972, at noon.

A NEW GAME--Game #3

Well folks, we have a new game to add to our lengthening list of games. This one will be labeled Game #3 until its proper identification is received from Rod Walker. The policy for Impassable's new games is that we start with an announcement for Winter, 1900 propaganda along with the list of names and addresses of the players and their countries. This game is the third beginner-novice game to start in Impassable. In the Preference Table, the final country for each player is underlined.

Preference Table

Hollingsworth	E T R G F I A
Knudsen	T E R F I G <u>A</u>
Abbott	T E <u>G</u> R F I A
DePrisco	<u>F</u> T I A E R G
Davies	<u>G</u> T F A R I E
Nielsen	E T F R I G A
Lindauer	E G F <u>I</u> R T A

It was a lot of tough luck for this game as many people asked for the same country. Abbott and Nielsen won their tosses. Davies and DePrisco got their unique choices. The rest got their lower choices. Hollingsworth lost his toss for Russia and got Austria. That is the way the coin flips.

The following is the list of the names and addresses of the players of the above mentioned countries:

Italy: Harvey Lindauer, 120-18 Aldrich St., Bronx, NY 10475
 Austria: Douglas Hollingsworth, 220 E. 54th St., New York, NY 10022
 Russia: Bob Knudsen, 158 Castle Crest Rd., Walnut Creek, CA 94595
 Turkey: Bill Abbott, 5018 Brookside Dr., Jackson, MI 49203
 France: John DePrisco, Box 502, Manor Branch, New Castle, DE 19720
 Germany: David L. Davies, 11958 Lakeside Ave., Lakeside, CA 92040
 England: Robert Nielsen, 17 Turner St., Greene, NY 13778

This game is ready to go, and the first deadline is for Winter, 1900 propaganda on June 21, 1972, at noon. Good Luck to all of you from Impassable. Peace, heh, heh.

REPLACEMENT PLAYERS LIST

Orphan Game--1. Lenard Lakofka, more needed
 Game 1972AZ--1. John DePrisco, 2. Mark Richter, more needed
 Game 1972Fcy--1. B, 2. D, 3. A, 4. C
 Game 1972BG--1. Mark Thomas, more needed

Game #3--none, need several stand-bys

We need more stand-bys for all games. Please let me know if you want to be a stand-by for any of the above games. If you already have told me, and I haven't put you down in the above list, please tell me again as I have fouled up my Replacement player files. I am now reorganizing parts of my filing system to insure better service and greater efficiency.

OOPS! IF ONLY I COULD TYPE!

Well readers, my last issue was filled with typing errors due to the lack of my normally good health, and also due to a rapidly deteriorating typewriter. I am hoping that this issue will come out better. Besides the numerous typing errors, I overlooked one of the readers on the mailing list. Fortunately, it did not hurt his game in any way. Now, instead of merely double checking names and copies being sent, I will now have a triple-check system which I hope will be fool-proof.

PROGRESS REPORT ON NEW GAMES

Due to my sickness and a crowded weekend bicycling in GEAR '72, I have not been able to do any work on new games other than to start #3 in this issue. I now have 11 applications, but none enough in any one category to start a game. I have 4 who are beginners, and 7 who have played some games. Three, however, I want to ask if they wish to play in the experienced game with Wrobel, Cairns, Lakofka, and Cooper. The three are Nelson, Atteberry, and Ostapovich.

Last issue I brought up the idea of having variants. Well, I haven't worked on them yet, but one variant is guaranteed to be started in Impassable as soon as I get the rules and maps ironed out. That variant will be my version of Scotice Scripti II which is currently being run in Diplophobia and gamesmastered by Don Miller. As for other variants, I don't know at this moment whether I will have any others in Impassable. It is possible, though, in the future that I may start a variant zine, but it is still hypothetical. My philosophy is to establish one zine before starting any new ones. More news on new games and variants will appear in nextish.

True dignity is never gained by place.
 And never lost when honors are withdrawn.

--Massinger

BIBLIOGRAPHIES FROM THE PLAYERS

The following bibliographies were taken from the information provided in the Game Application Form which all players had to fill out. In this issue we have the first ten names.

Abbott, Bill--I am a 20 year old college student (Albion College, Albion, MI) majoring in Sociology and Economics with the intention of attending law school in the future. I enjoy mountain climbing, tennis, and stamp collecting. This summer I am working in a steel factory, with plans to climb in the Grand Tetons at the end of the summer.

Bessen, Matt--Born August 30, 1955, I am presently kept amused by a host of high school teachers in this, the third of a four year indenture. In between homework I find time to ski, but my weekends are dominated by debate tournaments. Among the prominent National Forensic League members of the East Coast, my proudest moment was capturing first place at the Wheaton, Maryland Invitational. The rest of my life is just over 100 words.

Cairns, Steve--I am a student, of sorts. Dippy players first met me in 1969 while I was at MIT. Personal troubles gave my Diplomacy dealings a lot of trouble, and my part in games was discontinued. I am now at UC Riverside, as a junior Police ((couldn't make this out--am I correct?)) major (and hating it). I work summers as a switchman for Continental Telephone Co. in Taft, and other hobbies are sports (practically any, but I'm best at golf and tennis), and table games. Secret desire: become a golf pro.

Cooper, Steve--A COUPLE OF YEARS AGO, I took a trip to the Virgin Islands to do a little diving. While roaming about the reefs of Buck Island, I bumped into a 6-foot barracuda. Once back in the states, I decided to take up a less strenuous sport, maybe something to strain my brain. Enter Diplomacy, a gift from a sister (who I realize now, hates me). That was then. This is now--after playing in some 7 or 8 games, losing them all, and deciding to go into publishing. In the real world, if there is one, I'm a student of medicine, a radical anarchist (ask Larry Peery), 22, single-but-married (if you know what that means, I feel sorry for you), and really a nice guy. Other things to use time include racing, flying (unfortunately with the Naval Air Reserve), living, balling, and traveling. I keep having this feeling

that I'm independently wealthy, which is how I can do all the above without worrying. Besides, what's the purpose of life, if not to enjoy....

Davies, David--Birthdate: 7/11/49; 3 years college, major--philosophy; currently employed as a clerk on the Santa Fe, earning money to go back to school. First, foremost and primary interest, avocation, and someday, hopefully, occupation is sailing.

DePrisco, John--I am a computer programmer working for Atlantic Aviation Corporation of Wilmington, Delaware. I have an A.A. degree in Computer Science from a local Jr. College. I served three years in the army (talk about a war!), mostly in swingin' England (talk about broads!!). My hobbies, besides Diplomacy, are bowling, photography, and I'm an avid sports fan of baseball, football, hockey and basketball.

Fish, James E.--Born 6/24/43; Presently employed as newsfilm supervisor at KELP-TV. Been in the Television business for nine years. Interested in wargaming about four years, and just started Diplomacy. Am presently in two games and may take over a third.

Hollingsworth, Douglas--

John Boyer has asked for a biography, so that players can know something of me. My age is twenty-three plus three, by occupation I am a Banker you see. My main hobby is genealogy, though I have become recently interested in astrology,

I look forward to meeting you at Diplomacy.

Hrbek, LT(jg) Joe--I presently live in San Diego, California with my wife and two kids. My naval career is 1/2 complete and I am looking forward to getting back into the civilian world. I was introduced to Diplomacy as a freshman in college, and played intermittently during my years in school. I bought a Diplomacy game to play on board ship and found the flyer for postal games. I am presently involved in one other game as Russia.

De Lucia, Alexander--I am only 14 and consider myself a pretty good Diplomacy player. I am almost always broke. I subscribe to Strategy and Tactics. You shouldn't trust me for I'll stab you in the back. I'm a faithful reader of Winston Churchill.

Next issue, Impassable will cover ten more bibliographies from the application forms. I hope that everyone will enjoy reading and learning more about their various opponents. Until then, peace.

A SUMMER REPLACEMENT FOR EN PASSANT

Guess what folks? Chapel Hill Publications has taken the job of publishing En Passant for the Summer while its editor is on a trip in Italy. Impassable, of course, wants to extend the warmest of farewells to Greg Warden, and hopes that he has a good time in Italy. Meanwhile, we are hoping that the subbers, traders and players of En Passant will have a good time while it is being run by the editor of Impassable. To help familiarize En Passant's readers with its summer replacement, this issue of Impassable is being sent to everyone on En Passant's mailing list.

Greg gave me all the information to run his games, and has set the deadline on July 1, 1972. However, since Greg has given me complete control over the whole deal, I am arbitrarily moving the deadline for all of his games up to June 21, 1972, at noon. I would guess offhand that the primary reason for him setting a July 1, 1972 deadline was to cut costs for me. He has already sent me money to handle this deal, and as far as I am concerned, it is enough money to cover the expenses until he gets back in September. So, I would like to get his games going along my pace and that of Impassable's.

My biggest decision concerning publishing and gamesmastering Greg's games was to decide whether to publish a separate zine or to temporarily combine it with Impassable. I have chosen the latter alternative to get the feeling of having 10 or so games in one zine. Naturally, this will cut the space for articles and other such things, but I may or may not have bigger issues. Oh well, I'll cross that bridge when I get there. For now, however, I want all players in En Passant games to know the new deadline for their games' orders and press releases: DON'T FORGET! The deadline for all games in En Passant, as well as in Impassable is June 21, 1972, at noon. I will be using the new Rulebook for all games.

ADDRESS CHANGES AND CHANGES IN
IMPASSABLE'S MAILING LIST

Three people are changing their addresses, and the changes are given below:

Gutierrez, Mike, Louisiana State University, Graham Hall, Rm. 208, Baton Rouge, LA 70803 (effective June 7, 1972)

Inzer, George, 207-C Forum, Mt. Pleasant, MI 48858 (effective immediately)

Mahler, Howard, c/o Accelerator Dept., Brookhaven National Laboratory, Upton, L.I., NY 11973 (effective June 11 to August 25)

To Impassable's mailing list, we have 3 deletions and 15 additions bringing the total verified Impassable circulation to 56 (not counting the Game of Anonymity). Also, for this summer, Impassable will be sent to the players and readers of En Passant while covering their games in place of Greg Warden while he is in Italy. This makes for 17 more people for a grand total summer circulation of at least 73. Not bad for a new zine in its fifth issue and in its fourth month of existence. At this rate of growth, Impassable will reach 150 in about four months. Of course, this is all wishful thinking. One can't count his chickens before the eggs hatch.

Okay, now for the 3 deletions and the 15 additions:

Delete (3)--Counselman, Naus, and James Tretick.

Add (15)--Abbott, Bill, 5018 Brookside Dr., Jackson, MI 49203; Atteberry, William, 3535 Cambridge Dr., Springfield, OH 45503; Beyerlein, Douglas, 3934 S.W. Southern, Seattle, WA 98116; Davies, David L. 11958 Lakeside Ave., Lakeside, CA 92040; De Lucia, Alexander, R.R. 1 Hy Vue Drive, Newtown, CT 06470; Knudsen, Bob, 158 Castle Crest Rd., Walnut Creek, CA 94595; Manogg, Harry, P.O. Box 769, Kankakee, IL 60901; Morris, Robert, 1401 S. 21st St., Arlington, VA 22202; McKeon, John, 88-00 Shore Front Pkwy., Rockaway, NY 11693; Nelson, Douglas, 3001 Hampshire Ave. N., Minneapolis, MN 55427; Nielson, Robert, 17 Turner St., Greene, NY 13778; Ostapovich, John, 3520 Chimney Swift Drive, Huntingdon Valley, PA 19006; Rack, Ed, 2190 I Halifax Dr., Ottawa, Ontario, Canada K1G 2W6; Richter, Mark, 6100 Tahiti Drive, Cincinnati, OH 45224; Schleinkofer, Arthur, 624 E. Clementine St., Philadelphia, PA 19134.

SOLUTION TO PUZZLE #4

This puzzle was a tricky one, my dear readers, in fact, of all the replies I got for the solution to this puzzle, not one was right! Everyone overlooked the point for having the test made fair to each of the three candidates. So, I will now explain the correct solution:

While the Prez, Mr. Dunkey, was marking the foreheads of each of the men, George reasoned as follows: The Prez cannot mark us all white, for if he did, no one would stand up when the lights are turned on, and we shall immediately know that we are all marked white. He must mark at least two of

(cont. next page)

us black, for if he marks only one of us black, then one man will see no black marks; hence, he will remain seated and immediately realize his mark is black. Moreover, if the president makes only two black marks, then, when we all stand up, one of the two bearing black marks will conclude at once that he has a black mark, for otherwise, since he sees one white mark, there would be less than two black marks and, in that case, not all of us will stand up. That is to say, if the Prez marks two men black and one white, the test will not be the same for each man, hence it will not be a fair test. Therefore, all marks on our foreheads must be black. Consequently, as soon as the lights went on, and they all stood up, George correctly concluded and said, "I have a black mark."

Tough luck, fellas. Better luck on the next puzzle.

PUZZLE #5

Since the last puzzle was tough, I am going to use an easier puzzle to give the readers some hope that they can solve these scintillating puzzles that have been appearing in *Impassable*. On to the puzzle:

A miser by the name of Silas Marner knows that one out of every eight coins is counterfeit and that the counterfeit coin will weigh less than a good coin. He has a balance (with two pans) to compare the weights of the coins. How can he identify the counterfeit coin with only two weighings? This is an easy one to solve and shouldn't take long to get the right answer (and hence get back to reading *Impassable*). The easy answer will appear like magic in the next issue of *Impassable*.

REPLIES TO FORUM QUESTION #3

Well, I did better with the last forum question as I received several replies. To re-familiarize the readers to the forum question, it is being reprinted below before the replies:

FQ#3: What is it that you like or don't like about Diplomacy, and postal Diplomacy in particular? Also, why do you play Diplomacy or postal Diplomacy?

From Lenard Lakofka--

"The problem of postal diplomacy is the lack of complete contact among players and gamesmaster. The gap can be due to poor postal service, poor gamesmastering, player carelessness, player apathy and a host of other reasons. The ideal game would be one, with an ample deadline, in which no player

ever missed a zine or a deadline, and the majority of players negotiated with each other whether they had 15 armed forces or 2.

The positive side of Diplomacy is the excellent mix of negotiation, with tactical precision, built in on a clear-cut simple game. The game is one of the most complex simple games that exist. Ideal for friends, enemies or any 7-person orgy that doesn't get off the ground.

Postally is the best way of playing the game. It allows ample 'cooling off periods' and does not tip everything off as to whom you are negotiating with."

From Mark Tonneson--

"I like Diplomacy because it requires skills in communication, logical thinking, forecasting, intelligence (i.e. the gathering of secret information) and the art of bluffing. I prefer postal Diplomacy because it allows one more time to think about the consequences of each move or contact with other powers.

The only thing I dislike about postal Diplomacy is the fact some players don't take the game seriously and, almost as bad, some players take the game personally.

I play postal Diplomacy because it is a hobby that can fit into your spare time very flexibly. It does not tie one down to specific times of the day, but allows the player to move and conduct Diplomacy in his free time whenever that might be."

Impassable wants to thank all for submitting replies to the Forum Question #3.

FORUM QUESTION #4

It has come to my attention that another poll is being taken by Doug Beyerlein. If I have the space, I will be publishing the sheet-ballot for the readers to fill out and send to Doug for his poll on the top twenty Diplomacy players. This has brought up my own question as to the validity or need for all the polls which we have within *Dippydom*. The Forum Question for this issue is on polls:

FQ#4: What do you think of the current polls being taken by various people? Are they valid? Are they needed? Do you want *Impassable* to conduct a poll? If so, what kind of poll would you want to have?

I realize that the above amounts to more than one question and is more like a poll itself, but they all relate to taking polls. I hope to have some good replies on this question of having polls. Thanks for writing, if you do.

what lost games would feel better and might try again. I do not feel the other players should take it easy on beginners, but the idea of beginners games (as in IMPASSABLE), a rating system of player ability, and printing a player's won-lost record when he enters a game would go a long way to prevent an enthusiastic beginner from getting wiped out fast and getting a bad taste in his mouth about Diplomacy. The idea of a beginners guide is also an excellent way to educate beginners without making them go through the school of hard knocks."

Impassable--Again, thanks goes to all the contributors to this and other columns in Impassable. But thanks is also being given to Mr. Mitch Bailey for his constructive criticisms of Impassable. Mitch is not a player, nor a subscriber of Impassable, but, for some obscure reason, he has obtained several issues from me of Impassable. Of course, as a contributor, he is getting a copy of this issue also. I will now print his letter to me dated May 20, 1972:

"I've reviewed two copies of Impassable since my initial inquiry into possible game openings. What I have read causes me to pass on a critique, which, I hope, you will receive in the constructive spirit with which it is sent.

I believe it's all very nice that the New DipOrg is beginner-oriented, if the need exists. I also respect your tenacity as a novice Gamesmaster-Publisher. I do hope, however, that the quality of Impassable will soon cease to betray your inexperience. No offense intended, as I said, but your columns leave much to be desired, principally in a simple lack of interesting material.

Your proposal for a discussion in your Forum section of "Why I like (or not) postal Diplomacy, etc.": Do you really expect any exciting replies?

Your columns tend to fill with repetition. Impassable could contain the same amount of information (if all you indeed wish to convey is information) in much less space.

I'll now reveal a bias of my own. While I've never entered a game in Graustark, for example, I look forward to each issue. And not for the usual Diplomacy banter, but for the fascinating sociopolitical tangents Boardman tends to navigate. In this time and place--U.S. 1972--so much floats around to be grasped and examined and discussed--and included in a Dippyazine--that I believe you are neglecting a valuable literary and intellectual opportunity. After all, the aspect of this whole cult that attracted me to it in the first place was the caliber of

minds I observed already to be in its legions. Why not fill some space with discussions of meaty non-Diplomacy potpourri: George vs. Hubert, Tricky vs. the U.S.A., ITT vs. the World, Gree vs. Mailer, Chou vs. Chiang, Brown vs. the Board of Education (1954) -- sure beats all hell out of Walker/Peery vs. Boardman/Beshara. Think about it? Sincerely, Mitch Bailey"

I sat down and typed a long reply to Mitch telling him of my "zine philosophy." Briefly, I covered his several points and either defended my position or agreed with him on the several constructive ideas he had. But, my main point of serving the readers of Impassable is accomplished only when I get far more praise than complaints. As that has been the case, I had no reason prior to Mitch's letter to review my own product, Impassable. Now, I have been forced to look again at what I was publishing. Apparently, the two major weaknesses of Impassable was that it lacked interesting material and was repetitiwa.

To come to the point of printing Mitch's letter, I am now asking my readers to offer their own suggestions for improvements. I will consider all and hopefully arrive at some common denominators in necessary improvements. Only with your help can Impassable serve you better. If there is a considerable amount of response to my plea for ideas and improvements, I may make a poll for the readers to answer in the next issue. Hopefully, Impassable will continue to improve. Thanks for your help.

MORE SHAKESPEARE

To what base uses may we return! Why not imagination trace the noble dust of Alexander, till it find it stopping a bung-hole? As thus: Alexander died, Alexander was buried, Alexander returneth to dust; the dust is earth: of earth we make loam. And why of that loam, whereto he was converted, might they not stop a beer barrel? --Shakespeare

Smooth runs the water, where the brook is deep; And in his simple show he harbors treason. The fox barks not when he would steal the lamb. --Shakespeare

A Joke: There are two sides to every question, but some of the questions windily debated by politicians are like bass drums: After you listen to both sides, you still haven't heard much.

PANDORA'S MAILBOX

Great! The readers are writing letters! This is turning out to be better than I thought! Due to the lack of space, I am printing only the first three that I received. Two were comments on my article on backstabbing, and another on outside pressures. Let us read the two on backstabbing:

From John DePrisco--

"My purpose for writing is to comment on your fine article on backstabbing in Impassable #4. You may publish or not publish this letter, that's up to you. But I felt that I should comment as I have experienced backstabbing as both the stabber and the stabee.

In a game currently being played in John Boardman's Graustark (1972A) I had a brief alliance with Austria and England (I am playing Russia). However, my true alliance is with Turkey, so my alliance with Austria was strictly for backstabbing purposes. Unfortunately, Austria was also planning to backstab, so I guess my actions really can't be considered as backstabbing.

My alliance with England was different. I had proposed an alliance after England missed his Fall '01 moves and therefore failed to gain a build his first year. Meanwhile, Germany picked up three supply centers and became the power to reckon with. I had proposed an alliance to neutralize Germany's power. So, I gave England a knife and turned my back.

After taking Sweden for myself and supporting England into Norway, England turned around and captured St. Petersburg! Betrayed! Stabbed in the back! Not only was my build for Sweden neutralized, but I now had a foreign invader inside my borders! To top it off, Austria had captured Warsaw and the war in the south was going badly for my ally and I.

The following year saw a bloody all or nothing battle in Scandinavia and St. Petersburg between Russia, England and Germany. I recaptured St. Petersburg and England was thrown out of Scandinavia, but I also lost Norway to Germany. As a result, I am back to my starting four units, Germany is stronger than ever and England is down to two units, with France occupying Liverpool. And Austria still has Warsaw.

Incidentally, my ally, Turkey, successfully stabbed Italy in the back and claimed Greece for himself.

Well, just thought I'd let you know of my experiences with backstabbing. I'm looking forward to a good stab or two in Impassable,

with me holding the knife of course."

From Lenard Lakofka--

"Now for backstabbing....You have missed quite a few!

1. The Pumpkin Seed Stab--You attack an enemy such that his piece will dislodge to an ally's supply center(s). Then bemoan his fate as the other guy goes there. Ex: Italy: F Adr S A Ven-Alb, F Ion C A Ven-Alb; Austria: A Alb-Ser; Turkey: A Bul-Gre, A Tri-Ser. With but two pieces, Turkey is hard pressed to defend Tri, Ser, and Gre. But Austria can only attack one so Turkey has a 66% chance to guess right. By dislodging Albania you guarantee loss of a Turkish center! Notice Austria can be your ally too! Therefore by dislodging Albania you give the piece the ability to attack 3 centers at once! Imagine using a "pumpkin seed" on the North Sea!--this stab is dedicated to Edi Birsan in 1971DQ (or is that 19710Q, Len?)

2. The Olde Forged Letter Stab--This is merely the use of the Xerox to edit a letter actually written by an enemy. Get some paper, rubber cement and a creative urge to be nasty and you can do wonders with this one!

3. The Bad Cold Phone Call--Call up, in a gasping voice, your last minute move change, that is, for someone else's moves--this is a tad illegal as it is deception of the Gamesmaster! Buddy Tretick's phone # is... ((No one better not try it on me--Ed.))

4. The "OH MY Am I Stupid" Stab--This is the miswritten order. It can be used in all sorts of ways! It is really fun in a game variant of mine called Galactic Diplomacy. In that game you could transport an ally by electron clouds from place to place. ((Huh? What kind of game is that, Len?--Ed.)) He has no control over where he's going so that you can project him to the middle of a star or just shut down operation in mid-transport and he becomes one with the Universe! There are more, but time presses." From Mark Tomnesen we have a letter on outside pressures--

"I feel that the most common outside pressure is from the ignored wife, girlfriend, or whomever you live with. The player, usually when he is losing, succumb to his loved one's plea's, nagging, etc... and drops out.

I feel one way to get these players back is for some organization to send them a letter welcoming them back into postal Diplomacy. If the players that were in the game when that person quit signed the letter, or sent their own letters, beginners (cont. next page)

BEYERLEIN PLAYER POLL BALLOT #4

The Beyerlein Player Poll (BPP) is a poll of the Postal Diplomacy community to determine the best currently-active players in Postal Diplomacy. Any Postal Diplomacy player, gamesmaster, editor, or publisher may cast his/her ballot for the top 14 (from #1 to #14) currently-active Postal Diplomacy players. Points are given as follows: 1st place--20 points, 2nd--17 pts., 3rd--15, 4th--13, 5th--11, 6th--9, 7th--8, etc. The points are then summed for each player and the top 14 players listed by point totals. Results will be published in all major zines.

TOP BOARD

Comments:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____

SECOND BOARD

8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____

Signature:

Please complete the ballot, sign it, and mail it directly to:

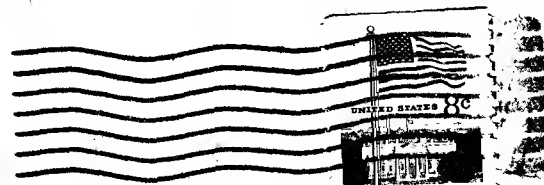
DOUG BEYERLEIN
3934 S.W. Southern
Seattle, WA 98116

Incomplete ballots or ballots without a signature will not be counted in the poll.
DEADLINE: July 11, 1972. Thank you.

An Impassable Ballot

Gee whiz, a whole page for nothing! Well, almost nothing. This page is for a cover to cover up the delicate inside stuff of Impassable, #5. Also, we are trying for this time only to fold in one half rather than in thirds. That makes for less staple holes in your beloved Impassable. If I were to write much more, you won't be able to part with this last page in order to mail Doug his ballot. I do want to say that I hope all of the readers will take their time out to vote for whom they think are the best players. Perhaps Doug might be kind enough to let me know how many ballots came from Impassable. I could then figure out the percentage of reader response to a poll. Hey! How about a poll on polls? Don't forget that all deadlines for all games in both Impassable and En Passant are the same: June 21, 1972, at noon. See you later this June!

Impassable
117 Garland Drive
Carlisle, PA 17013
U.S.A.



TO: Conrad Von Metzke
P.O. Box 8342
San Diego, CA 92102

FIRST CLASS MAIL

FIRST CLASS MAIL